

Advanced Graphics and Interaction 2015: Lecture 8

 **FORSKARFREDAG**
— En del av europeiska Researchers' Night —

We are on the 3rd Floor
Stage

Set up:
Thursday, September 24
17:00 - 20:00

Present:
Friday, September 25
9:00 - 15:00

ENTER

Mario's mobile:
076 258 1802

Mario Romero 2014/09/17



VICSTHLM
VISUALISATION INTERACTION COLLABORATION

AGI15 Calendar: [link](#)

- Mon 31 aug 15:00-17:00
 - Tue 1 sep 13:00-17:00
 - Mon 7 sep 15:00-17:00
 - Thu 10 sep 10:00-12:00
 - Mon 14 sep 15:00-17:00
 - Thu 17 sep 10:00-12:00
 - **Tue 22 sep 10:00-12:00**
 - Fri 25 sep 8:00-16:00
 - Mon 28 sep 15:00-17:00
 - Mon 5 oct 15:00-17:00
 - Mon 12 oct 15:00-17:00
 - Fri 30 oct 9:00 – Sun 1 Nov 16:00
 - Mon 2 nov 15:00-17:00
 - Tue 3 nov 13:00-17:00
 - Tue 10 nov 10:00-12:00
 - Tue 17 nov 10:00-12:00
 - Tue 24 nov 10:00-12:00
 - Tue 1 dec 10:00-12:00
 - Fri 4 dec 15:00-19:00
- Lecture 1 – [Introduction](#)
 - Lecture 2-3: [Forming Groups and Brainstorming](#)
 - Lecture 4: [Proposals](#)
 - Lecture 5: [Discussion based on Proposals](#)
 - Lecture 6: [Hello World Demos](#)
 - Lecture 7: [Discussion based on the Hello World Demos](#)
 - Lecture 8: [Preparing ForskarFredag 2015](#)
 - [ForskarFredag](#)
 - Lecture 9: [Reflecting on ForskarFredag](#)
 - Lecture 10: [Agile Development 1 towards Comic Con - Gamex 2015](#)
 - Lecture 11: [Agile Development 2 towards Comic Con - Gamex 2015](#)
 - [Comic Con Gamex](#)
 - Lecture 12: [Reflecting on Comic Con Gamex](#)
 - Lecture 13-14: [Forming new groups and brainstorming project 2](#)
 - Lecture 15: [Proposals Project 2](#)
 - Lecture 16: [Hello World Demos for Project 2](#)
 - Lecture 17: [Agile Development 1 for Open House](#)
 - Lecture 18: [Agile Development 2 for Open House](#)
 - [VIC AGI15 Open House](#)

Debaser 3rd floor stage

Teamtris

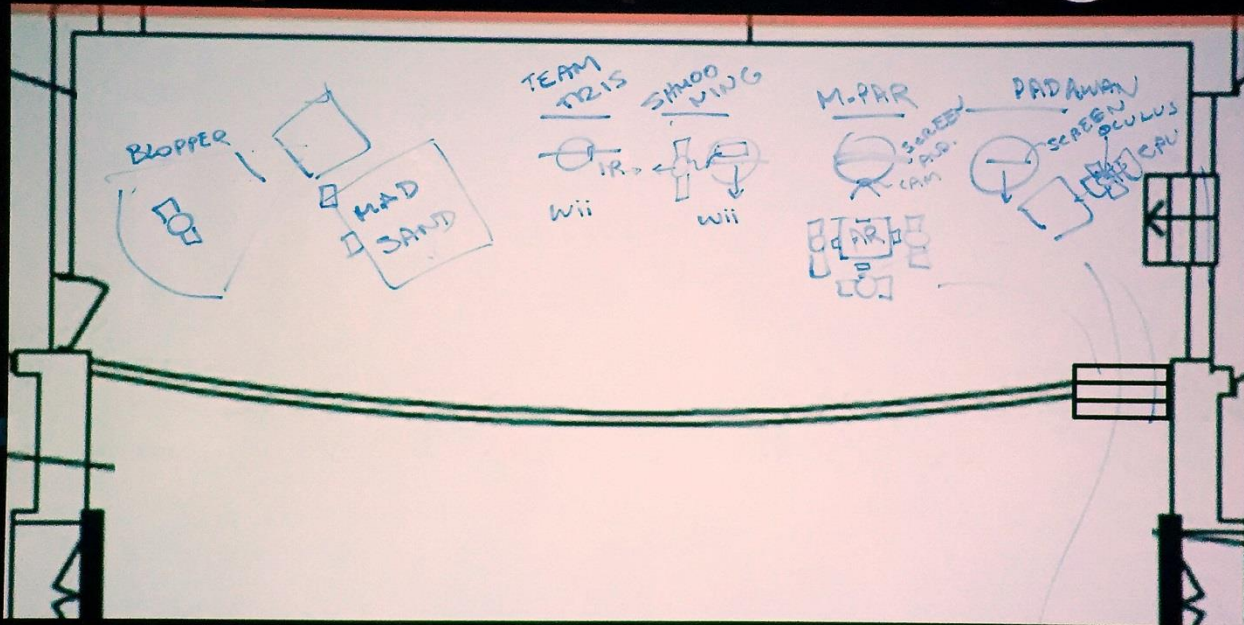
- 1 STANDING TABLE
- BIG! SCREEN
- 1 POSTER BOARD
- 2 wii

Shmooning

- 1 STANDING TABLE
- 1 DESKTOP
- 1 SCREEN
- OCULUS + wii

Blooper

- 2 POSTER BOARDS
- SHARE TABLE
- SPACE
- KINECT



MadSand

- 2 TABLES / SIT STAND
- BOARD (DARKNESS)
- ? PROJECTOR
- KINECT

M-PAR

- 1 STANDING TABLE
- 1 SIT WEB CAM
- BIG SCREEN

Padawan

- 1 STAND / TABLE
- 1 SIT CHAIR
- BIG SCREEN
- MAT / CUSHIONS

To do

1. Printing posters (since printer is broken, we need to be creative (2 or 3 A3s)). There is a printer outside the CSC service desk.
2. Inventory of equipment checkout per group and assign inventory master per group. Cables have been our weakest link in the past.
3. Recruit at least one volunteer per group to help carry stuff (same person as inventory master makes sense)
4. Hire truck to carry us there. Mad Sand requires special attention and extra time!
5. Make sure everyone has everything they need.
6. Shirts? [Björn](#)?
7. Set up individual meeting times with each group in case they need it.
8. Make sure we have a camera with full battery and memory to document with photos and videos.
9. Recruit volunteer for the return trip to be responsible for inventory and carrying things.
10. Help students manage their presentation schedules. This is very important: ONLY 3 students per group at most on stage at any one stage. We need to free up as much space as possible. The 3 students are the presenter, the observer, and the enquirer.

Suggestions:

1. take breaks
2. mind the varying crowds / very crowded at lunch

Remember!

At any given moment there will be:

- At most 3 people from each group at a time
- Only one presenter
 - Presenting
 - Demonstrating
 - Answering questions
- Only one observer
 - Observing
 - Taking notes of questions and answers
 - Documenting through photos and videos
- Only one inquirer
 - Asking questions from the audience

Schedule

1. Start packing in VIC at 15:00 on Thursday and the truck leaves for Debaser at 16:30. Mad Sand needs more time.
2. At least 3 group members per group at 8:00 on Friday
3. Start packing at Debaser around 15:30 and truck comes back to VIC KTH at 17:00.
4. HAPPY HUNTING!

KTH Social Page

The six works-in-progress below were proposed on September 7 and will be presented on September 25, 2015.



TeamTris is a 3D collaborative game inspired by Tetris where two players need to cooperate to control falling pieces to match and remove them using wii mote and two orthogonal 2D views.



BrARwI is a multi player fighting game in augmented reality using mobile devices.



Mad Sand is a digital and physical interactive and collaborative game where players alter the topography of a landscape to allow team mates to collect candy.



Shmoonig is a first-person shooter Oculus game taking place on the lunar surface where the player survives an alien invasion by shooting at them.



Blopper is a virtual reality game with full 360° freedom of motion where the objective is to slash moving balloons with a physical toy weapon.



Padawan 101 is virtual reality training ground for aspiring jedis defending laser-shooting enemies with a virtual lightsaber.



Thank you!

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